

Vigor Quest

Rulebook

COOL GRAPHICS GO HERE..

2-5 Players

Ages 10+

60 Mins

Created By Nathan Jenkins

Version 0-1

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Thank you for taking the time to check this document out. Hopefully everything is explained well enough, and everything is easy enough to understand. In most parts where there are issues of ruling, I think it would be fine to make up an agreed rule, try to keep it fair and vote upon it with your group. I am expecting to keep it as tight as I can, but for the fact that, it is just me right now. It may have a few small gaps. You can let me know via twitter @nath042 if you have found any issues, and also if you are enjoying the game. I would love to see your models/photos/videos, so don't be shy, post a video to youtube or a photo to instagram and tag me in it, so I know that people are actually doing something with this and are enjoying it. It will help push me forward and it will help me develop something even better.

Credits

Nathan Jenkins (Nath042)



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INTRODUCTION

Welcome adventurers you are about to journey into Vigor Quest, a tabletop game that is printed by you, made by me and hopefully enjoyed by many people across the planet. A fully functional game built from the dreams of a young man, on nothing more than a magazine made 3D printer and a lot of precious spare time. If this works, it proves that anything is possible with around 800 pounds a PC and perseverance.

But enough about that, let's talk about the game. The **main objective** is to progress through the maze destroying mini bosses until you reach the final boss, hopefully you are well equipped to destroy them.

What do you need to start?

Units for your squad + Battle Master
A Printed World
At least one D4 D6 D20
Rulebook
BM Cards/App?
Friends

Characters

As of right now we have 4 playable characters these are as follows:

Dwarf	Warrior
Elf	Archer
Human	Wizard
Werewolf	Rogue

These will be explained in more detail in future pages.

Battle Master

The Battle Master (BM) is the overlooker of the field, he or she will aim to remove players from the game via tactical deployment of units and luck of the draw. The BM will start with 4 BM cards that can be played at any time. Use them wisely!

Player Setup

There can be a **minimum of two players** which would be one character and one BM. But it is best played with the **full amount of five players** with four characters and a BM.

A Standard Map

A standard map will have a **few locations** (two or three) **separated by walls** in a **progressive maze**, there will be a checkpoint in each location, which when all enemies in the zone are eliminated, will provide a reward card. The Battle Master will make this map, and can modify it to make it easier or harder depending on how he feels. This should be setup pre-game in order to minimise faff time and allow for more immersive gameplay.

Dice Use

D4	Move
D6	Damage
D20	Special
D20	Attack

A Standard Turn

Players
1. Move
2. Action
Continues until All Players Finish
3. Draw BM Card

1. Move

When it's the move turn, **you move your character** using the **D4**. You will either add or subtract points for movement depending on stats in the characters sheet on one of the next few pages.

2. Action

In the action phase, you can choose to either **attack** something, or **search**, searching allows you to roll head to head against the BM with a **D20**. If you beat the BM then you are awarded a reward card.

This will loop back to the move phase until all players have been. Then you move on to Phase 3.

3. Draw BM Card

In this phase the BM will **draw a card** and **play it**, this BM card has the ability to be very useful to the players, or very difficult for them.

Action Phase

Attack

When initiating attack you need to be within the specifications put forward in the stats card. Points are calculated as per the D6 take away the D6 defence rolled by the BM.

Search

When choosing to search, you can choose to roll a D20 against the DM, if you win the roll with stats added in

SETTING UP

Setting up of this game requires a lot of pre-planning and printing. When it comes to setting up a game on the day, it's not too bad. It goes as follows:

1. Each player chooses a character.
2. Each player gets 3 Special Tokens
3. Each player gets to choose a location on the start area

The BM will then start setting up, and will do the following:

1. Pick 5 BM cards.
2. Setup the map (map needs to be fair, See map section.)

It's recommended that all players have their own set of dice but, they can be shared.

MAP

The map should be progressive, although open world can be also used (not recommended as will take a lot more tiles), areas need to be sectioned off for the different "break points" these points are where the boss battles can happen. You can expand a game as much as you would like, and there will be some campaigns that can be downloaded and played with recommended layouts, etc. You can hide sections of the map in progressive mode so that the players are unable to see what is coming next, and also to prepare quicker. More in depth map specifications will come in future revisions of the rulebook.

OBJECTIVE

The objective of the game for the players is to beat all bosses and defeat the final boss. The BM's objective is to defeat all the players.

BATTLE

Units will attack as the attacker first unless otherwise stated. For close combat be careful when attacking other close combat people. In ranged attacks watch out for if units in between are also hurt and also if you can attack through other units.

MODELS

Units

Cool graphics go here

Dwarf

Overview

The Dwarf is strong small and a badass a good man that can withstand more damage than most of the others.

Unfortunately they are not very fast and suffer with worse luck than most people.

Standard Weapon

Hammer Strike - Due to the length of the hammer this character can hit two spaces away and two units in one deadly swipe! (roll individually)

Special Attack

Hammer Swivel - As the dwarf yells out, he brings his hammer down and starts spinning wildly, everything in the surrounding tiles (**two radius**) is hit for damage. (**Roll D20+5 for damage** and spread evenly among all surrounding units.)

Quirk

Alcoholic consumption give a **+1 boost** to **Health** and **Attack** for the turn. (an extra **+1 boost to both** if player has a sip of a RL alcoholic beverage).

Stats	
Attack	+6
Defence	+6
Special	+5
Move	+1
Luck	+2
Health	20

Elf

Overview

The Elf is a agile and seasoned adventurer, who is best kept out of harm's way. The Elf is lucky however and may be the best character to use when opening loot chests, if you have the time.

Standard Weapon

Quickdraw - The Elf is fast and can attack from a distance their bow can deal a fair amount of damage and can hit enemies from up to 5 tiles ahead (assuming nothing is in the way).

Special Attack

Aurora Shot - As the Elf takes her lucky arrow, she draws back the bow and she lets go to a large thunderous noise. You see streams of red and green falling from the arrow trail and as the shot hits the enemy it deals its normal damage and explodes! **(Roll D20 for damage +5.)**

Quirk

Food consumption **increases health added by +2.** (An **extra +1 boost** if player eats something in RL).

Stats	
Attack	+4
Defence	+2
Special	+5
Move	+4
Luck	+5
Health	20

Human

Overview

The human is a powerful wizard and a fairly good allrounder. Slow but powerful, with a good short ranged magical attack.

Standard Weapon

Fireball - The wizards standard weapon is a fireball shot from the tip of the magic staff.

This has a **3 tiles range** in all directions and can pass through friendly units. Without causing harm.

Special Attack

Healing Strike - As the wizard grips the staff in both hands he raises it up and plows the butt of the staff into the floor. **All friendly units upto 1 tile** surrounding the wizard will **regain 10 health**.

Quirk

Any health bonus for the wizard is **doubled**. **If you have a drink** around you **ALL surrounding units** (in a **one tile radius**) get a single health bonus.

Stats	
Attack	+5
Defence	+5
Special	+5
Move	+2
Luck	+3
Health	20

Werewolf

Overview

The Werewolf character is strong and feral furry and furious. You can see a werewolf who is on the edge of self control.

This character will be good in close combat, and also has a very good special which helps by boosting everyone else.

Standard Weapon

Claw Strike - The werewolves standard weapon is it's claws. These do a good amount of damage due to the ferocity of them.

Special Attack

Blood Howl - As the werewolf arcs down he brings all of his power in and lets out an almighty howl, all other allies gain a **+3 bonus** on attack for **two rounds**.

Quirk

The werewolf howl if done by the player themselves will allow your team to get an extra +1 bonus each.

Stats	
Attack	+6
Defence	+2
Special	+5
Move	+3
Luck	+3
Health	20